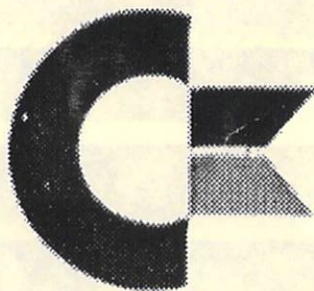


May, 1994



Next Meeting: May 31

Users Group



commodore

**For Sale
Welchert
Realtors**

436-0400

May, 1994

Ohio Valley Amiga Users Group Newsletter

2	President's Palaver
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11	AmigaDOS Synergy: A Public Screen Tutorial

**There will be a swap meet instead of the
Beginner's SIG at the May Meeting**



President's PALAVER

George Gibeau

Well, the rumors are flying hot and heavy. What will happen to Commodore, who will buy them, what will happen to the Amiga, will it continue, is it dead??? I don't know :) The big rumor is that Samsung is making a bid for the company (other rumors persist, but no one is sure what to believe). Whether they (Samsung) intend to keep producing/developing the Amiga line is not known, but no matter what happens, the machine is still a very usable product. I would not start selling/throwing out my Amiga stuff just yet. . . . To paraphrase, "News of the Amiga's death has been greatly exaggerated!"

Scheduled demos—Drew Vogel will show a demo of Imagine 3.0 and The Forge. If anyone else has anything they want to show, let me know before the meeting is over :-).

Don't forget that there is a swap meet from 6:30 till 8:00 instead of the usual Beginner's SIG. So bring your Amiga related items that you are no longer using and turn them into some spending cash.

Remember the video tape that the video SIG was working on?? Bob Leibold showed it a few meetings ago. Well, what follows is a letter Bob faxed me for inclusion in the newsletter. Kudos to Bob, Truman, and the rest of the group for a job well done:

Hometown Video Festival
c/o The Buske Group
3001 J Street, Suite 201
Sacramento, CA 95816

(916) 441-6277
(916) 441-7670 (FAX)

May 12, 1994

Bob Leibold
Cincinnati Community Video
2114 Reading Road
Cincinnati, OH 45202

Dear Bob,
I am very pleased to inform you that your entry described below has been selected as a finalist in the 1994 Hometown Video Festival:

TITLE: AmigaMotion
CATEGORY: Computer Art
DIVISION: Single
TYPE: Media Pro

A total of 1,800 entries from 377 cities in 40 states, Guam, and six Canadian provinces were entered in this year's Festival. Being selected as a finalist is therefore a major honor.

Final judging activities will take place from May 21-23 in Boston, Massachusetts. Winners will be notified by mid-June.
Congratulations!

Randy VanDalsen
1994 Hometown Video Festival Manager

May, 1994





Amiga 1200

Clean, Amiga 1200 for sale in mint shape. Includes:

- 6 MB RAM (2 MB chip
- 4 MB fast) via MicroBotics card
- 33 mhz 68882 math coprocessor (25 mhz crystal)
- 85 MB 2-1/2" Seagate harddrive
- AmigaDOS 3.0 with all manuals, disks etc.
- Single floppy drive, cables, mouse, C= VGA adaptor
- Extra heavy duty nylon case for all with AC/battery mini speakers

• \$700 / obo

I am selling to pay off my Toaster system, and don't need three Amigas! Special! If desired, I can throw in Caligari Broadcast for \$100 additional! (Manual, video tape, dongle, disks, etc)

Ed Hoffmann 513-243-9996 (W) 513-521-3424 (H)

Super Amiga 2000

Amiga 2000 with Rev 6.2 motherboard for sale:

- ECS chipset (1MB Agnus, Super Denise, 2.04 Kickstart ROM)
 - GVP 40 mhz 68030/68882 accelerator
 - 8* MB of 32 bit RAM (60 ns - fast!) and SCSI controller
 - 120 MB Quantum SCSI hard drive
 - A2320 Commodore Display Enhancer (VGA-ready)
 - Single floppy drive, mouse, keyboard, cables, etc
 - AmigaDOS 2.0 manual (the nice thick one), disks, etc
- All very clean and in great condition

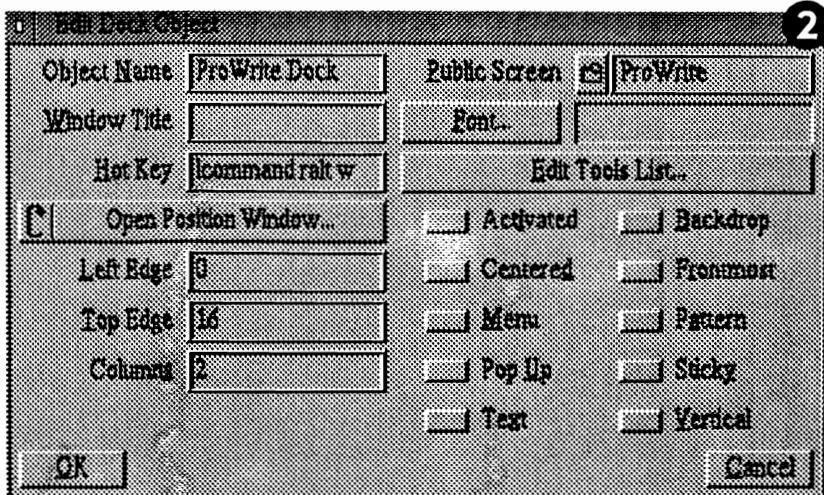
• \$1200 / obo

Ed Hoffmann 513-243-9996 (W) 513--521-3424 (H)

CDTV/RGB Converter MIDI Gold

Larry Kolberg has a DCTV Unit and an RGB converter for sale. Looking to get \$125 for the DCTV and \$100 for the RGB converter. Both for.....????? Make offer for the package! In addition, he wants to sell a MIDI Gold unit.

Call him evenings at 677-8581 for more info.
Will consider trade! An SCSI Hard Drive?



SortAZ, SortZA, InsertPicture, PictSettings, PictMoveToFront, and PictMoveToBack. Likewise, define an Image object for each icon. Now, define a Dock object named ProWrite (see figure 2). In the "Public Screen" field, enter "ProWrite." This is important: make sure the "Activated" check box is NOT checked; otherwise, ToolManager will attempt to open the dock when you boot up the computer (You do have ToolManager in the WBStartup drawer, don't you?). Finally, in the "Hot Key" field, enter a unique key combination. Consult the Workbench manual's "Commodities Drawer/Acceptable Key Combinations" section for instructions on specifying key combinations. For the ProWrite example, I use "Command ralt w." Oh yeah, one last thing before saving, click on "Edit Tools List" to attach all of the Image and Exec objects to your new Dock object. All done! Start up ProWrite, press and hold the left Amiga key, press and hold the right Alt key, and hit w. There's your custom toolbox! This example can be applied to any application which supports public screens and ARexx. You can attach single AmigaDOS commands, Workbench programs, AmigaDOS batch files, single ARexx commands, ARexx scripts, keystrokes, and more Docks to any icon. Imagine the possibilities. Go ahead and dream up toolboxes and toolboxes abound. It's easy to do albeit a lot of work.

The example above needs some refinement. It would be nice to have the toolbox appear automatically when the application starts. Fortunately, ProWrite provides an ARexx startup script called "ProWrite Startup." All that is needed is to simulate a key press. This is much easier than you may think. The operating system continuously receives a stream of input events as you type and move the mouse. There are programs which can insert input events into that stream. One I use is called "RawInsert." It is a CLI command which takes a commodities-style key combination as an argument and puts it into the stream. It is part of a larger GiftWare package called Angie. Simply call the command from the ARexx startup script (see Figure 3).

```

/* ProWrite startup ARexx Macro */
SetPath 'WORD:'
address command
'work:bin/rawinsert B "<command
ralt w>"

```

If the application does not use an ARexx startup script, use an AmigaDOS batch file to launch the application and then execute RawInsert. There is still another problem, when you click on an icon, the toolbox window remains active rather than reverting

Editor's MESSAGE

Dan R. Dennedy

First, I'll talk shop. The OVAUG logo was originally designed by our Don Meyers. I like the design very much; however, I took the liberty of recreating it as structured art as I only had a low resolution bit map version. I hope you don't mind my interpretation, Don. I tried to perform an auto-trace on it, but there was too much detail and clean up would have been a nightmare. Instead, I started from scratch and did it all by hand. It was a lot of fun and work—all those lines in the Amiga text! I like the result, how about you? I also made a slight format change by creating a two column template for the pages rather than a wider single column offset to the right. I feel that I can get more text in with this format and still include figures, art and highlights

Now, allow me to drive over the equipment and software used to create the newsletter. I use an Amiga 2000HD accelerated to a 25MHz '040 holding 8MB of 32-bit RAM along with 2MB of 16-bit fast ram on my SCSI hard drive controller along with the standard 1MB chip ram. The SCSI controller drives two hard drives—one is 40MB and the other is 235MB (formatted)—and a OEM Toshiba 3401B CDROM drive which sits in my PC's Mid-Tower case (talk about confusing my friends!). I receive a monthly subscription CDROM from a desktop publishing software company named Software of the Month Club. The CDROM contains a lot of clip art in both gray or black/white and color in two bitmap formats as well as Encapsulated PostScript. The CDROM also comes with 10 fonts in Adobe Type 1, True Type, and NimbusQ formats. Much of their stuff appears in this newsletter. Lately, they've been throwing ex-

tras onto the CDROM such as "multimedia" clips. Now, the service is mainly oriented towards the PC or Macintosh user; however, they usually include about 10 MODs! I just love to see the instrument names in some of these MODs appearing on the disk—things like "Amiga rules d00dz!" and "PC lammers suck." Back to the topic. . . I have an OEM Epson ES600C 24-bit flatbed scanner for, well, scanning things. I output to a Picasso II and HP LaserJet 4L.

On the software side, I am a diehard Soft-Logik user using PageStream, Art Expression and TypeSmith in all stages of the creation process. I'll use either ProWrite or GoldED to enter my text. Occasionally I turn to Art Department, ImageFX, TVPaint Jr. and DeluxePaint to create and treat graphics. I want to use more 3D software in the future. Oh yeah, I always print using the freely distributable Post, PostScript interpreter to get the best possible output from the LaserJet.

There is a lot of news about Commodore in the newsletter. About the only sure thing is that a "large Asian manufacturer" wants to buy the Amiga technology. I'm not too optimistic about the consequences of such an event.

Check out my article on public screens. I hope you get a lot out of it. I am writing a program to replace ScreenManager and RawInsert. It will open public screens and use the Tool-Manager IFF files and library API to put up the docks. I am also attempting to implement the feature to automatically switch back to the previous screen. Wish me luck!

Icon Creation

Use DPaint to make your icons. First, determine the host screen's resolution and color palette. To determine the palette, open the host screen, drag it down to expose the Workbench, and open the Palette tool in the Prefs drawer. The palette window should open on the frontmost screen. Next, in DPaint, make a square icon template with white lines for the left and top sides and black lines for the right and bottom sides. Pick up the icon template as a brush, clear the screen, and fill the screen with the "from brush" option of the fill tool. You now have a screen full of empty icons! Draw the icon images. Save the entire picture to use as a library of icons. Finally, pick up individual icons with the brush tool and save as a brush for the actual icon. You can use magnification or the grid tool to aid in picking up icons. This technique guarantees that all icons are the same size making a nice, compact dock window.

dow remains active rather than reverting back to the current document window. It would be nice to have the document window made active after the function is performed. A utility called TWA might work. I haven't tried it; I'm just putting up with the glitch until a better solution appears.

Need still more ideas? I also use a program called ScreenManager within AmigaDOS batch files. It allows me to open a new public screen. After executing ScreenManager, I execute a RawInsert which opens a dock window on that public screen (see Figure 4).

```
XWork:system/screen/sm/screenmanager
OPEN AmiTCP depth=2
mode=PICTAS0:000x600 size=1024x1200
DISCLIP=000x600
colors=ccd.000.fff.69d
font=system.font fontsize=11
autoclose cx tofront="command f9"

rawinsert 0 "<|command a>7
```

4

That dock has icons which launch applications I have configured to open on my public screen. The batch file is attached to a dock icon which resides on the Workbench screen. This allows common applications to share the same screen. This affords me even

greater control of my screen space while providing greater work efficiency for my projects. In essence, it provides a more project-oriented work environment rather than a tool-oriented one. For example, all of my TCP/IP software uses a common, rather large virtual screen. Some of my DTP programs share a common screen: ProWrite, ArtExpression, TypeSmith, a text editor called GoldED, and ArtDepartment2.5. PageStream will not maintain a proper aspect ratio for its windows when opened on a public screen, so I wait for PageStream3.0 to solve that problem. I also use a common screen for programming: GoldED, Cygnus Ed, SAS's utilities, and RCS functions. Wait there's more! You can make docks for the Workbench which open the public screens and also make docks for the Workbench which launch the application immediately. In the case of the latter, write a script which checks an environment variable. If the environment variable is not set, open the public screen using ScreenManager, include the RawInsert to open the screen's dock, and launch the application. Otherwise, the environment variable is set, simply launch the application. Voila!

SECRETARY'S NOTES OF OVAUG MEETING: APRIL 26, 1994

OVAUG'S new and former PRESIDENT, George Gibeau, presided over the evening's festivities attended by a goodly 25 people.

Our VICE PRESIDENT, Drew Vogel, related his knowledge of new software availability. Imagine 3.0 is RealSoon-Now. "Forge" Texture Workshop, a text renderer, has arrived. There is an Essence speed increase, including alpha channel support. Ask Drew about these items, lest this information be inaccurate.

TREASURER, Ed Hoffmann reports the coffers contain a \$320.00 balance.

Dan Dennedy, now NEWSLETTER EDITOR, brought his restyled publication to the meeting for distribution. Dan, as did the former editor, wants to hear from you. Everything from your artistic creations to exotic Guru's are welcome.

Scott Bennett, club LIBRARIAN, has compiled five April club disks. Please acquire copies. Scott diligently compiles programs and files you may not find elsewhere.

TECH GURU, Brick Eksten, fresh from the NAB show, mentioned the imminence of NewTek's "Screamer Net". It is a network of Windows NT based rendering engines controlled by a Toaster. Brick observed that there was no new composite video hardware at the show. Also having traveled to England recently on business, he was amazed to find Amigas and Amiga literature pervasive.

BBS SYSOP, George Gibeau, hopes members will report problems with the BBS to him. There is a new BIGGIE hard drive. He feels that he has it running

well. There is a new science program area.

The VIDEO SIG has become kaput.

C SIG - Mark Peters has a new A3000, with mondo memory and a 1.3 GIG hard drive. He expects to fill it in about a month with extra pepperoni. Those with programming enigmas need ask Mark.

3D SIG meets 1st Tuesday at Expert, 8:00 PM.

BEGINNER'S SIG - Next month will be a swap meet. However come early, 6:30 PM, and hash over your troubles. Others might know.

There was no OLD BUSINESS, including Commodore.

NEW BUSINESS - Computerfest is August 27th and 28th. Don Myers is shopping his video short Nick Dixon around. Dick Nixon died. Ed Hoffmann reported the newest version of Final Writer is out. Dr.T's KCS 3.4 can be had for \$49.95.

DEMONSTRATIONS - Drew Vogel showed off an animation with a popcorn technique done in Imagine. He hopes to demonstrate the "Forge" texture renderer next month.

Jeff Johnson did a show'n'tell concerning sampled sound. He played a jazz piece previously sampled to demonstrate a stand alone audio filter switch program he was pleased to create. Subsequently, a bit of a Clint Black piece was sampled and combined with sound effects to show the basics of digital sampling and editing. Jeff asks members with further interest to pick his brain on the subject.

Don Myers showed stills and animations



for his next video short "Dr. Pillman's Happy Tabs". It looks to be as tacky and tasteless as "Nick Dixon", in other words another Don Myers triumph. The highlight of the evening was Troy Cooksey's animation of the PAR monster eating video tape. Stills were presented in the centerfold of March's newsletter. It is a professional and entertaining animation and represents a great deal of excellent work by Troy.

April, 94 Club Diskettes

April 94 1

ar212.lha	Amiga Report 2.12
ar213.lha	Amiga Report online magazine
ar214.lha	Amiga Report online magazine
addict1-1.lha	New Online magazine
amipeg04.lha	mpeg anim player
amiqwk23.lha	AmiQWK II 2.3 Offline Reader
amiso33.lha	Convert sounds to different formats

April 94 2

battlesheep.lha	Workbench game
bjack_v1.7.lha	card game
easyreader1.2.lha	text reader
apig33.lzh	ARexx prog. intuition/graphics lib
arbox_10.lha	Recipe storage system
arexxguide2_0a.lha	Complete ARexx reference AmigaGuide

April 94 3

cards2ntsc.lha	card game
iconian.lha	icon editor
lookfor4.lzh	find file utility
nestor.lzh	Solitaire card game
arexxguide2_Orqa.lha	ARexx ref & tutorial REQtools ver
bdgti22.lha	big dummies guide to internet

April 94 4

solitaire.lha	Card Game
TAPETE.LHA	Backdrop display prog for Workbench.
tbse2610.lha	Telephone database
unzip51x.lha	Unzip decompressor
router.jpeg	picture
vidbench.txt	video benchmarks
powcalc1_2.lha	3d calculator
ra13p3.lha	Rexx arp library 3.3
rexxdossupport13.lha	ARexx function lib sys DOS library
rexxextend10.lha	ARexx function library of AmigaDos
SCMPrefsV113.lha	New Screen Mode Preferences editor



President, George Gibeau
721-1214
Vice-President, Drew Vogel
232-6439
Secretary, Jeff Johnson
651-1199
Treasurer, Ed Hoffman
521-3424
Newsletter Editor, Dan Denny
574-3125
Technical Advisor, Brick Eksten
371-9690
Club Librarian, Scott Bennett
371-2603
BBS Officer, George Gibeau
721-1214
BBS Phone Number (8N1)
241-8817

scsiutil1820b.lha
utility to send SCSI commands
(CDROM) sirds_gen_26.lha
sirds generator
slidingcards.lha
three new card games

April 94 5

amiso33.lha
Convert sounds to different formats
vtek21.lha
Official Viewtek 2.1-Picasso aware



F Y I

Gratitude goes out to Bruce Franklin, "deb" from the "StarShip" on GEnie, and Bryce Nesbitt for trying to dispell the rumours—*Editor*.

Commodore International Limited
P.O. Box N-10256
Nassau
Bahamas

Commodore International Inc
1200 Wilson Dr.
West Chester, PA 19380
USA

Corporate Family Hierarchy:

Commodore International Limited
Commodore Electronics Ltd (Subsidiary)
Commodore-Amiga Inc (US Subsidiary)
Commodore Business Machines Inc
(US Subsidiary)
Commodore Software Div (Division)
Computer Systems Div (Division)
Consumer Products Group (Division)
Commodore International Limited

(Division)
Commodore International Limited
(Division)
Commodore Semiconductor Group
(Division)
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(Non-US Subsidiary)
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Limited (Non-US Subsidiary)
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Commodore Computer GmbH (Non-US
Subsidiary)
Commodore Computers Norge A/S
(Non-US Subsidiary)
Commodore Computer NV/SA (Non-US
Subsidiary)
Commodore Data A/S (Non-US
Subsidiary)
Commodore Electronics Ltd (Non-US
Subsidiary)
Commodore Electronics Ltd (Non-US
Subsidiary)
Commodore France SARL (Non-US
Subsidiary)
Commodore Italiana SpA (Non-US
Subsidiary)
Commodore Japan Limited (Non-US
Subsidiary)
Commodore Networking Division (Non-
US Subsidiary)
Commodore Philippines BV (Non-US
Subsidiary)
Commodore Portuguesa Electronica SA
(Non-US Subsidiary)
Commodore SA (Non-US Subsidiary)

READER
ADVISORY
EXPLICIT RUM

Stock History: April 92 to April 94

Friday Date	Weeks Volume	Friday Close/Avg
----------------	-----------------	---------------------

4/03/92	1,155,000	14 3/8
4/10/92	1,120,200	13 7/8
4/17/92	540,900	13 3/4 #
4/24/92	782,900	13 1/2

5/01/92	1,841,300	12 1/8
5/08/92	1,287,900	12 1/8
5/15/92	635,700	11 1/2
5/22/92	491,500	11 3/4
5/29/92	262,700	11 3/8

6/05/92	731,400	11 3/4
6/12/92	431,600	11 3/8
6/19/92	599,200	10 1/4
6/26/92	742,600	9 5/8

7/03/92	598,800	10 1/8 #
7/10/92	590,200	9 3/8
7/17/92	553,100	9 1/2
7/24/92	500,300	9 5/8
7/31/92	450,000	9 5/8

8/07/92	703,400	9 1/2
8/14/92	213,700	9 1/4
8/21/92	2,576,300	7 1/8
8/28/92	1,027,300	7 1/2

9/04/92	912,300	8 1/2
9/11/92	492,500	8
9/18/92	513,000	7 1/2
9/25/92	443,600	7 1/4

10/02/92	341,900	7
10/09/92	454,200	7
10/16/92	876,700	7 1/2
10/23/92	453,000	7 3/8
10/30/92	324,400	7 1/4

11/06/92	1,140,800	7 1/4
11/13/92	836,400	7 1/2
11/20/92	344,100	7 5/8
11/27/92	331,600	7 3/8

12/04/92	1,766,100	8 5/8
12/11/92	978,900	7 3/4
12/18/92	691,200	7 3/4
12/25/92	562,800	7 3/8 #

1/01/93	1,134,800	7 1/8 #
1/08/93	1,208,600	6 1/4
1/15/93	756,400	6 1/4
1/22/93	826,900	7 1/4
1/29/93	1,044,200	6 1/2

2/05/93	1,523,800	5 1/2
2/12/93	879,600	6
2/19/93	423,000	5 7/8
2/26/93	666,200	5 1/2

3/05/93	592,700	5 3/8
3/12/93	1,054,800	5 1/4
3/19/93	733,400	5 1/2
3/26/93	446,900	5

4/02/93	293,900	4 7/8
4/09/93	303,900	4 7/8 #
4/16/93	579,700	4 5/8
4/23/93	520,600	4 1/2
4/30/93	352,700	4 1/4

5/07/93	792,400	3 5/8
5/14/93	757,700	4 3/8
5/21/93	398,400	4 1/8
5/28/93	643,900	4

6/04/93	2,434,100	3
6/11/93	1,105,500	2 7/8
6/18/93	607,900	2 7/8
6/25/93	757,100	2 3/4

7/02/93	446,400	3
7/09/93	877,200	3 5/8
7/16/93	386,900	3 5/8
7/23/93	229,300	3 1/2
7/30/93	231,400	3 3/8

8/06/93	228,700	3 5/8
8/13/93	396,100	3 5/8
8/20/93	189,400	3 5/8
8/27/93	171,000	3 1/2

9/03/93	352,600	3 3/4
9/10/93	223,400	3 5/8
9/17/93	233,400	3 1/4
9/24/93	212,200	3 1/8

10/01/93	226,100	3 1/8
10/08/93	334,500	3 1/4
10/15/93	248,200	3 1/4
10/22/93	415,800	3



10/29/93	174,000	3
11/05/93	1,757,900	4 1/4
11/12/93	899,600	3 7/8
11/19/93	570,100	4
11/26/93	237,500	3 3/4
12/03/93	525,200	3 1/2
12/10/93	361,300	3 1/2
12/17/93	565,000	3 3/8
12/24/93	438,500	3 1/4 #
12/31/93	1,017,300	3
1/07/94	609,000	3 3/4
1/14/94	231,600	3 3/8
1/21/94	302,900	3 3/8
1/28/94	727,000	3 3/8
2/04/94	428,600	3 1/8
2/11/94	226,100	3
2/18/94	424,600	3 1/4
2/25/94	160,100	3 1/4
3/04/94	612,100	3 1/4
3/11/94	246,400	3 1/8
3/18/94	199,500	3 1/8
3/25/94	236,400	3
4/01/94	58,000	3/4 #
4/08/94	472,900	7/8
4/15/94	371,500	7/8
4/22/94	46,800	1

indicates 'last' is from an earlier date in the period

March 25, 1994 -
Commodore Announces Significant Loss

March 28, 1994 -
NYSE Halts Commodore Stock Trading

April 29, 1994 -
Commodore Announces Liquidation of
Major Asset

May 7, 1994 -
Rumors of Samsung's purchase of
Commodore begin to appear

COMMODORE INTERNATIONAL LIMITED TO LIQUIDATE

NEW YORK, April 29 /PRNewswire/ -- Commodore International Limited (NYSE:CBU) announced today that its Board Of Directors has authorized the transfer of its assets to trustees for the benefit of its creditors and has placed its major subsidiary, Commodore Electronics Limited, into voluntary liquidation. This is the initial phase of an orderly liquidation of both companies, which are incorporated in the Bahamas, by the Bahamas Supreme Court.

CONTACT: Hock Tan, CFO of Commodore International Limited, 215-431-9160/

COMMODORE FOLDS

By DINAH WISENBERG BRIN
Associated Press Writer

WEST CHESTER, Pa. (AP) -- Commodore International Ltd., a pioneer in the personal computer industry, said late Friday it is going out of business.

The company plans to transfer its assets to unidentified trustees "for the benefit of its creditors" and has placed its major subsidiary, Commodore Electronics Ltd., into voluntary liquidation.

"This is the initial phase of an orderly voluntary liquidation of both companies," Commodore said in a brief statement.

Company executives could not immediately be reached Friday evening.

The company last month reported an \$8.2 million loss for the quarter ending Dec. 31 on sales of \$70.1 million. A year earlier, Commodore lost \$77.2 million on sales of \$237.7 million in the same period.

In the latest report, Commodore said financial limits had thwarted its ability to supply products, leading to weakened sales. One of its new products, the Amiga CD32 video

game, had sold poorly in Europe, where the company did most of its business.

The company's net worth turned negative in the fiscal year ended last June 30.

Its stock, which had traded at around \$3 per share before the quarterly results were announced last month, closed unchanged at 87 1/2 cents per share on the New York Stock Exchange Friday.

"This is a company that briefly captured the attention of the American market and didn't go where the market was going," said David Coursey, editor of the newsletter P.C. Letter in San Mateo, Calif. "They just never managed to change with the marketplace."

While grabbing some market share and attention in the late 1970s, Commodore's products were something between PCs and game machines "and never quite became either," Coursey said.

Commodore started 40 years ago as a typewriter repair company in the Bronx. Its extension to the adding machine business paved the way for it to make calculators and then personal computers by the mid-1970s.

Commodore competed with Radio Shack for the first computers sold to homes and co-founder Jack Tramiel became a highly-regarded figure in the fledgling PC industry.

By the early 1980s, it was overshadowed in the PC business by Apple Computer Inc. and IBM. Software manufacturers didn't create as much software for Commodore's Amiga line as it did for Apple and IBM-compatible machines.

In recent years, most of Commodore's business was in Europe.

NewTek Inc. of Topeka, Kan., created a product called Video Toaster that converted Commodore's Amiga to a video-

editing system. The \$2,500 product was popular with small advertising agencies and home hobbyists. The company's phones were busy Friday night.

"a large, Asian manufacturer"

Harv R. Laser, May 12, writes:

Here's some news from one of my inside-West Chester contacts: Last week, Commodore's USA HQ was "crawling with Koreans" and yes they were from Samsung and yes they are interested but no deal has been done yet. One of my German contacts reports that the same Samsungese were at C= Germany and UK as well. This isn't a lot of info but I put a 100% reliability factor on it. Harv
harv@cup.portal.com

MICROTECH AMIGA BBS

Chicagoland's largest Amiga Dealer!
May 7, 1994 10:25p
News Bulletin: Amiga Continues! (Fri 6-May-1994 5:33p)

Here is the latest news from our COMMODORE REPRESENTATIVE (not BBS or the usual rumour mill):

As of 4:00PM Friday, May 6, Commodore was purchased by Samsung, who has every intention of continuing the Amiga line of hardware as we have all hoped. The Amiga will survive! Press releases with more details will probably appear in the next few days. The separate division of Commodore which manufactures CD32 has been purchased by Philips. It is not known at this time if Philips will continue CD32 production at all, or if the CD32 technology will simply be absorbed into their own CD-I product line. Again, time will tell.

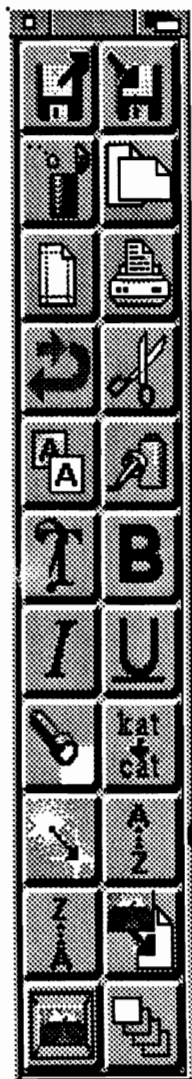
Personally, I expect CD-32 to simply vanish, and the Philips CD-I machine will suddenly get more powerful. . . . Stay tuned as we hear OFFICIAL

AMIGA DOS

Synergy

A Public Screens Tutorial

by Dan R. Dennedy

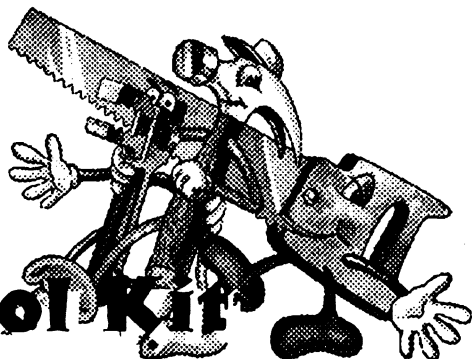


Screen space is an invaluable commodity for users of graphical user interfaces. The Amiga's interface Intuition was designed to address this need by allowing applications to open their own custom screens. Of course, custom screens also allow the application to set the screen resolution and color palette it needs. When ARexx arrived, the ARP project created the rexx-arlib.library allowing ARexx scripts to open windows too. The ARP folks realized it would be nice to be able to put those windows on the host application's screen. Hence, the public screen was born. Public screens and ARexx, as you all know, are now a part of the Amiga OS. Too many users still use the public screen feature to just open a shell window on the current screen (if it's public). However, public screens are even more powerful. You can use a few freely distributable programs to harness this power.

Many modern applications provide a toolbox of icons which float on the screen to provide pushbutton convenience so you don't have to navigate the menus. You can easily make your own toolboxes by using ToolManager, an awesome utility which is GiftWare. I'll lead you through an example with the ProWrite word processor (see Figure 1). First, decide what functions you want to access, for ProWrite: open, save, close and print the document; page setup and layout; undo, cut, copy and paste the clipboard; select font, bold, italics and underline for text; search and replace text; use the thesaurus and spelling dictionary; sort lines in ascending and descending order; and insert, scale, move to front and move to back a picture. Any of these functions can be called using a single ARexx command—no need to write a script! Next, design the icons. ToolManager supports iff pictures/brushes, ".info" icons and anim brushes as icons. I find using single iff brushes the easiest (see the sidebar "Icon Creation"). After you have made all of the brushes for the icons, start up the ToolManager preferences tool. In ToolManager, make an Exec object for each ProWrite function. (Hint: preface the object name with "pw_" to classify it and keep them grouped together.) Set the "Exec Type" cycle gadget to "ARexx." In the "Command" field enter (including all quotes): "address "ProWrite" <function>". Consult the ProWrite manual for the specific ARexx function name to replace "<function>." For our example they are, respectively: Open, Save, Close, Print, PageSetup, Layout, Undo, Cut, Copy, Paste, Font, StyleBold, StyleItalic, StyleUnderline, Find, Thesaurus, SpellLookUp,



The Tool Kit



Angie (RawInsert)—Fred Fish: 923/RawInsert, Aminet: util/cdity/Angie36.lha, OVAUG BBS: Workbench 2.0, 3.0 Utilities/Angie36.lha

GoldED—Fred Fish: 908/GoldED1 & 909/GoldED2 (v0.94), Aminet: util/edit/GED0987.lha (v0.987), OVAUG BBS: Tools/GED0987.lha (v0.987)

Screen Manager—OVAUG BBS: Workbench 2.0, 3.0 Utilities/sm.lha, [ftp://ftp.uni-paderborn.de/amiga/system/os20/sm.lha](http://ftp.uni-paderborn.de/amiga/system/os20/sm.lha), ftp://dfv.rwth-aachen.de/pub/amiga/utilities/Screenanagel_31.lha

Tool Manager—Fred Fish: 872/ToolManager & 873/ToolManager, Aminet: [util/boot/ToolManager21\(bin|gfx|src\).lha](http://util/boot/ToolManager21(bin|gfx|src).lha)

TWA—Fred Fish: 874/TWA, Aminet: util/cdity/TWA1_4.lha

Keep it Organized

To keep your files organized,

EITHER

Make two directories in the application's directory called "icons" and "scripts."

OR

Make common directories somewhere called "icons" and "scripts" with subdirectories for each application.

Ohio Valley Amiga Users Group
P.O. Box 428539
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45242-8539



ALWAYS 29
USE ZIP
CODE

